## JUN 0 8 2009

### IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

APPLICANT:

Scott Campbell

**APPLICATION NO.:** 

10/691,929

TITLE:

System and Method for Recording and Displaying a

Graphical Path in a Video Game

FILED:

October 22, 2003

ART UNIT:

3714

CONF. NO.:

1610

**EXAMINER:** 

Omkar A. Deodhar

ATTY. DKT. NO.:

**PA2587US** 

### DECLARATION PURSUANT TO 37 C.F.R. § 1.183 & 37 C.F.R. § 1.131

- 1. I, Colby B. Springer, am a partner in the law firm of Carr & Ferrell *LLP*. I am licensed to practice law in the State of California and make the following declaration. I am thoroughly familiar with the subject matter, claims, and prosecution history of the present application including the various references cited during the course of examination. I could readily and freely testify as to the same.
- 2. On December 2, 2008, the U.S. Patent Office issued a non-final office action wherein the independent claims of the present application were rejected under 35 U.S.C. § 103(a) as being unpatentable over, *inter alia*, U.S. patent number 7,214,133 to Jen et al., which was filed in the United States on May 9, 2003.
- I am informed and believe and thereon allege that the aforementioned Jen et al. reference is not eligible for the purpose of rendering a rejection under 35 U.S.C. § 103(a). Jen et al. (outside the aforementioned obviousness rejection) can only qualify as prior art against the present application under 35 U.S.C. § 102(e). The presently claimed invention was actually reduced to practice in the United States no later than April 8, 2003, which is prior to the filing date of the Jen et al. reference. Jen et al. is, therefore, ineligible for the purpose of a rejection under 35 U.S.C. § 103(a).

- 4. Upon determining that the presently claimed invention was actually reduced to practice prior to the filing date of the Jen et al. reference, the undersigned began undertaking efforts related to the preparation of a declaration under 37 C.F.R. § 1.131 for the purpose of 'swearing behind' the Jen et al. reference.
- 5. In the course of the aforementioned efforts, the undersigned contacted the assignee of the entire right, title, and interest in the present application—Sony Computer Entertainment America Inc.—for the purpose of obtaining signatures from the named inventor of the present application: Scott Campbell.
- 6. During the course of conversations with the assignee of the present application, it was determined that Scott Campbell—the inventor—was no longer employed by the assignee. It is presently unknown how the aforementioned inventor might be contacted concerning his personal submission of a declaration under 37 C.F.R. § 1.131.
- 7. In light of the foregoing, the undersigned declares that the original inventor cannot be found to execute a declaration in accordance with 37 C.F.R. § 1.131, which requires the inventor(s) of the subject matter of the rejected claim submit an appropriate oath or declaration to establish invention prior to the effective date of the reference on which the rejection is based.
- 8. Based on the unavailability of the inventor, a waiver of the aforementioned inventor signature requirement is requested in accordance with 37 C.F.R. § 1.183, which provides for suspension and/or waiver of the any requirement of the regulations (such as Rule 131) subject to the requirements of justice. Failure to waive the aforementioned inventor signature requirement and to other refuse acceptance of the present declaration would be to unjustly require the assignee to comment and distinguish the presently claimed invention from a reference that does not legally qualify as prior art under the patent laws of the United States.
- 9. The actual reduction to practice of the presently claimed invention in the United States is evidenced by, at least, the documents attached hereto as Exhibits A-D:

Exhibit A: Invention Disclosure Form

Exhibit B: SCEA Announces Downhill Domination

Exhibit C: Photocopy of Compact Disc for Downhill Domination

Exhibit D: Downhill Domination Instruction Manual

### 10. Claim 1 reads as follows:

- A method for displaying a graphical path in a video game, comprising:
  retrieving graphical path data associated with a previous run;
  displaying the graphical path data as a visual string of path markers; and
  determining a color for a displayed path marker of the visual string of
  path markers based upon an elapsed time from a starting point to a current
  location of a player character of a current video game session and an elapsed
  time from a starting point to the current location of the player character
  associated with the displayed path marker from the previous run and recorded
  for each point in the path, wherein the current location is after the starting line
  but prior to the finish line for a course being traversed in the current video game
  session.
- 11. Exhibit A is an *Invention Disclosure Form* for the present application. *See Exhibit A(I)(1)* (reflecting the title for the invention to be 'Recording and Displaying [a] Graphical Path in a video game); *see also Specification (Title)* (System and Method for Recording and Displaying a Graphical Path in a Video Game).
- 12. The invention as described in Exhibit A and set forth in the present application corresponds to the video game 'Downhill Domination.' *See Exhibit A(I)(2)* (identifying the "title of [the] game(s) or project(s) . . . for which this invention was developed: Downhill Domination).
- 13. The invention described in Exhibit A and claimed in the present application was actually reduced to practice no later than April 8, 2003 as is indicated by Exhibit B, which announced the forthcoming commercial release of Downhill Domination. Exhibit B is available at cps2.ign.com/articles/392/392833p1.html>.
- 14. A movie 'teaser' was concurrently released with the April 8, 2003 press release (Exhibit B). This movie 'teaser' further evidences the actual reduction to practice of Downhill Domination, which includes the invention set forth in Exhibit A and claimed through the present application. That movie may be accessed at the following web address:

<s.ps2movies.ign.com/ps2/video/downhilldomination\_040803\_1.mov>

- 15. Exhibit A indicates that Downhill Domination was also displayed on May 14, 2003 at the 2003 Electronic Entertainment Exposition (E3) held in Los Angeles, California. See Exhibit A(II)(3). While the display of Downhill Domination at E3 occurred four days after the filing date of the Jen et al. reference, it is presumed that the Examiner appreciates that a video game cannot be developed, coded, and debugged for display in four days time. Exhibit B and the corresponding movie 'teaser' referenced herein also indicate that Downhill Domination and the invention set forth in Exhibit A and as claimed herein had already been actually reduced to practice.
- 16. Exhibit A indicates that the invention referenced therein concerns a video game where "a player character moves through a game environment . . . in [a] time trial mode. [The] game software records the path of the player character as it moves from the starting point to the end point. The path is recorded in the x-, y-, and z-directions." *Exhibit A(VI)*.

This portion of Exhibit A corresponds, *inter alia*, to the first step of claim 1, which recites 'retrieving graphical path data associated with a previous run.'

This portion of Exhibit A further corresponds, *inter alia*, to the final limitation of the final step of claim 1, which recites 'the current location is after the starting line but prior to the finish line for a course being traversed in the current video game session.'

17. Exhibit A indicates that the invention "records the time that it takes for the player character to arrive at the end point." *Exhibit A(VI)*.

This portion of Exhibit A corresponds, *inter alia*, to the final step of claim 1, which reads (in part) as follows: '... an elapsed time from a starting point to a current location of a player character of a current video game session and an elapsed time from a starting point to the current location of the player character associated with the displayed path marker from the previous run and recorded for each point in the path....'

18. Exhibit A also states that "[t]he game software displays the recorded information on a game screen while the player character moves through the game environment again, which allows the player character to race against a recorded 'best time.' The game software displays the recorded information as colored orbs situated in the game environment." *Exhibit A(VI)*.

This portion of Exhibit A corresponds, *inter alia*, to the preamble of claim 1, which recites 'a method for displaying a graphical path in a video game.'

This portion of Exhibit A further corresponds, *inter alia*, to the second step of claim 1, which recites 'displaying the graphical path data as a visual string of path markers.'

This portion of Exhibit A further corresponds, *inter alia*, to the final strep of claim 1, which recites (in part) as follows: 'determining a color for a displayed path marker of the visual string of path markers based upon an elapsed time from a starting point to a current location of a player character of a current video game session and an elapsed time from a starting point to the current location of the player character associated with the displayed path marker from the previous run and recorded for each point in the path, wherein the current location is after the starting line but prior to the finish line for a course being traversed in the current video game session.'

19. Exhibit A further states that "[a] string of orbs displays the recorded path through the environment" and "have different colors to indicate different information." *Exhibit A(VI)*.

This portion of Exhibit A corresponds, *inter alia*, to the second step of claim 1, which recites 'displaying the graphical path data as a visual string of path markers.'

This portion of Exhibit A further corresponds, *inter alia*, to the final strep of claim 1, which recites (in part) as follows: 'determining a color for a displayed path marker of the visual string of path markers based upon an elapsed time from a starting point to a current location of a player character of a current video game session and an elapsed time from a starting point to the current location of the player character associated with the displayed path marker from the previous run and recorded for each point in the path . . . . '

20. Exhibit C is a photocopy of a compact disc in possession of the undersigned and that stores a beta version of Downhill Domination. Notwithstanding the date stamp, the undersigned is informed and believes and thereon alleges that the game embodied on this compact disc corresponds to Downhill Domination as displayed at E3 on May 14, 2009, which in turn (and further) corresponds to Downhill Domination as had been actually reduced to practice and for which the aforementioned 'teaser' had been released on April 8, 2003 along with Exhibit B.

- I have played the video game embodied on the compact disc shown in Exhibit C. Execution of that game copy performed, *inter alia*, the operation of displaying a graphical path in a video game, that video game being Downhill Domination. As a part of my game play of the video game embodied on the compact disc of Exhibit C, I performed a first "run" of a course. That "run" and the related data was stored in memory of a computing device (a PlayStation 2 entertainment system) executing the disc. That data was later retrieved as I performed a second "run"; the entertainment system (in the course of my second "run") displayed a graphical path of colored objects indicating my current position in the racing course versus that of my initial "run."
- 22. Claim 19 of the present application corresponds to the method of claim 1 although the preamble recites 'a computer readable storage medium having embodied thereon a program, the program being executable by a processor to perform a method for displaying a graphical path in a video game.' The compact disc that I personally used to play the aforementioned video game constitutes a computer readable storage medium. Through execution of that medium by the computing device, the method as described in claim 1 was otherwise performed.
- Claims 24 and 30 are system claims that allow for performance of the method set forth in claim 1 of the present application. The PlayStation 2 entertainment system includes a data cache that may store graphical path data. The PlayStation 2 further includes a processor configured to execute instructions stored in memory. The PlayStation 2 was released in Japan on March 4, 2000 and in the United States on October 26, 2000. The PlayStation 2 included a data cache, processor, and memory as of the March 4 and October 26 release dates. The PlayStation 2 included a data cache, processor, and memory as of the actual reduction to practice date of the presently claimed invention. The PlayStation 2 continued to include a data cache, processor, and memory when I personally engaged in game play of Downhill Domination. By executing the game disc for Downhill Domination, a system corresponding to the claims of 24 and 30 had actually been reduced to practice prior to the filing date of the Jen et al. reference.

- 24. Exhibit D is an instruction manual that corresponds to the commercial release of Downhill Domination. While Downhill Domination was not commercially released until July 22, 2003, Exhibit D reflects the continued inclusion of the presently claimed invention in the Downhill Domination video game. For example, page 10 of Exhibit D references to Time Trials—It's you against the clock on any available course in one of three events. Page 12 of Exhibit D references Time Trials (Single Player)—Race down the mountain for the best time. When you return for a rematch, the connected orbs show your original route down the mountain. The orb colors indicate sprinting, airtime and crashing. Exhibit D at page 38 references Data that is saved includes: All Career Data including rider, ranking, and progress. Page 39 of Exhibit D references loading game data: Select LOAD GAME DATA on the Options Menu from the Main Menu.
- In light of the actual reduction to practice of Downhill Domination no later than April 8, 2003, priority is hereby claimed under 37 C.F.R. § 1.131 over U.S. patent number 7,214,133 to Jen et al., filed in the United States on May 9, 2003.
- 26. Additional evidence of conception and actual reduction to practice may be available. Notwithstanding, the presently submitted declaration and exhibits are believed to be sufficient for the purposes of evidencing prior actual reduction to practice. The assignee of the entire right, title, and interest expressly reserves the right to present such further evidence as may be appropriate in light of ongoing prosecution of the application. The present submission is in no way meant to be interpreted as limiting or indicative of all evidence of that may be available.
- 27. I declare that all statements made herein of my own knowledge are true and that all statements made herein on information and belief are believed to be true and, further, that these statements were made with the knowledge that willful false statements and the like are punishable by fine or imprisonment, or both, under 18 U.S.C. § 1001 and that such willful false statements may jeopardize the validity of this application or any patent issued thereon.

B. Snringer

June 2, 2009

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### SONY

### Invention Disclosure Form

This form is provided to permit evaluation of the patent potential of company inventions, and to facilitate preparation of patent applications when warranted. Please fill in each space as completely as possible.

Jun 11, 2003 Date: SHORT DESCRIPTION OF THE INVENTION 1. Short Summary of the Invention: Recording and Displaying Graphical Path in a video game. Name of product(s), (e.g.; title of game(s) or project(s)), for which this invention was developed: **Downhill Domination** 11, DISCLOSURE Has your invention been disclosed to anyone out side of Sony Computer Entertainment America in a speech, exhibit, presentation, product, product manual, report, lecture, trade show, technical article or publication. Has a prototype already been sold, offered for sale or shown? Please identify the earliest date this happened or otherwise? No Yes (Explanation; E3 2003 5/14) RELATED INVENTION 4. Is this invention related to any previous Invention Disclosures of which you are aware (made by you or someone else)? Nο Yes (Explanation: 5. All related information or publications that you know are related to your invention. (If you know, please indicate publication Nos or attach a copy of it to this sheets)

Sony Computer Entertainment America CONFIDENTIAL

SCEA IDF-SMS-01/02

### IV. INVENTORS

Identify all persons who contributed to the present invention including persons from other Division, Sony Computer Entertainment Inc. and Outside Companies. Please note that the patent may be invalid. If the correct inventors are not named. a) \*Main Inventor: 6-11-03 Scott Campbell Full Legal Name Date Division: PD - Incognito Home Address: City, State & Zip Code: Bountiful, Utah 84010 Home Telephone #: Citizenship: U.S.A. If Japanese, please provide name in Kanji; **V**. DEPARTMENT HEAD This invention disclosed to and understood by me: 6-11-43 Scott Campbell Date Sony Computer Entertainment America 6/23/03 ice President Date Sony Computer Entertainment America

### VI. DETAILED DESCRIPTION OF THE INVENTION

Please provide a concise technical description of your invention in the format outlined below on the following pages.

### How can you describe the invention?

You can describe it by submitting a copy of presentation or reference materials you have had. You do not need to prepare again such materials for this IDF

The following are sample questions for describing an invention. You <u>do not need to answer all questions below</u>. Of course, it will be very useful, if you could answer all questions

- 1. What do you consider the novel features of your invention? What distinguishes those features from the prior art?
- 2. Why would the novel features of your invention be unobvious to a person skilled in the field to which your invention relates?
- 3. Details of Preferred Embodiment of your Invention (use extra sheets if necessary and attach sketches, drawing, photographs, flow sheets or diagrams illustrating invention; use reference numerals in description and in illustrations.)
- 4. Alternative constructions or procedures for accomplishing same result as Preferred Embodiment.
- 5. Identify available records supporting development of invention from conception to reduction to practice (notebooks, records, drawings; attach copies if possible.)

In a video game, a player character moves through a game environment from a starting point to an end point. For example, the player character completes a race course in time trial mode. Game software records the path of the player character as it moves from the starting point to the end point. The path is recorded in the x-, y-, and z-directions. The game software also records the time that it takes for the player character to arrive at the end point. Other information regarding the player character's path is also recorded, for example whether the player character crashed, performed tricks, or used a large amount of energy.

The game software displays the recorded information on a game screen while the player character moves through the game environment again, which allows the player Sony Computer Entertainment America CONFIDENTIAL SCEA IDF-SMS-01/02

character to race against a recorded "best time." The game software displays the recorded information as colored orbs situated in the game environment. The position of the orbs is determined by calculating normal force vector in the game environment and placing the position of the orb "on top of" the force vector. A string of orbs displays the recorded path through the environment. The orbs flash with light to indicate the time associated with the recorded path. An orb flashes or lights up when the player character was in the position indicated by the orb during the recorded run. The orbs have different colors to indicate different information. In one embodiment, a green orb indicates the player character was in the air, and a red orb indicates that the player character crashed.

In one embodiment, the game disc has permanently stored on it a "best time" achieved by the developers of the game software. Thus, players may test themselves against "the best" and learn an efficient path through the game environment. The recorded data for a player character's path through the game environment is stored on a removable storage medium. Thus, if a player beats a recorded best time, that information can be over-written with the path information of the current best time.

Nintendo

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Downhill Domination (PS2)

Profile Blogs Boards Guide **FAQs** Cheats Images

### SCEA Announces Downhill Domination

Watch the videos:

First details and now the first movies too.

by IGN Staff

April 8, 2003 - What's a company to do after making a car combat game, as well as a monster fighting game featuring the best of the B-movie creatures? Make a downhill mountain biking game, of course!

Sony Computer Entertainment America Inc. announced today the summer 2003 release of Downhill Domination. Developed by Sony Computer Entertainment America's Santa Monica studio and Incog Inc. Entertainment Downhill Domination is based on the



extreme sport of downhill mountain bike racing, and features professional riders and licensed manufacturers.

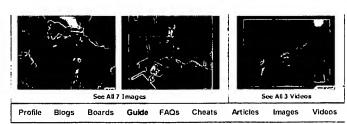
The game is playable from a first- and third-person perspective, and contains three unique course styles including Mountain Cross, Technical Downhill, and Freeride through 27 free-roaming tracks. Players must pick the best line down through canyons, forests and city streets, while simultaneously avoiding environmental and weather hazards

Downhill Domination features fully customizable bikes, as well as more than 30 super tricks and an arsenal of combat tactics to take down the competitors. Additionally, the game will have a fully licensed soundtrack and support four-player simultaneous play in five different multiplayer modes. Color us happy.

"Due to its vertical racing style and competitive nature, the sport of downhill mountain bike racing has globally reached participants and spectators throughout the U.S.. Canada. Japan, United Kingdom, Belgium, Spain, and numerous other countries," said Ami Blaire, director, product marketing, Sony Computer Entertainment America. "With the upcoming release of Downhill Domination, we are able to deliver the first extreme sport of this nature to PlayStation 2 fans while expanding the racing category to new heights."

Check back with IGN for more news regarding Downhill Domination.

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Connections for Downhill Domination (PS2)

Popular games in this genre: 1. Fight Night Round 4 (X360) 2. Wii Fit Plus [rumored] (Wii) Popular games on this platform: 1. Resident Evil 4 (PS2) 2. God of War II (PS2)



Game Details for Downhill Domination



Published by: Sony Computer Entertainment Developed by: Incog Inc. Entertainment

Genre: Extreme Sports Number of Players: 1-4

Release Date: US: July 22, 2003 Europe: May 20, 2004

MSRP: \$39.99

ESRB Content Descriptors: Mild Language

Contribute: Write a FAQ

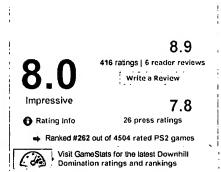
Click Here for More Game Info



Game Rentals Delivered Start for \$9.95 or try for free.

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### cheats

Board post by ColossusRyan, Last activity April 01, 2007 10:16 PDT DEADU

Board post by GolfGamer. Last activity November 24, 2006 20:02 PDT

Have you found every shortcut?! Board post by anarco\_mysterio. Last activity July 18, 2006 17:27 PDT

Board post by jaws322. Last activity July 05, 2006 11:42 PDT

Tricks Board post by ColossusRyan. Last activity October 02, 2006 17:54 PDT

Most recent contributions for Downhill Domination:

### 5 STAR GAME

Reader review by canesfanin05 Superbe jeu de descentes ¿ v¿lo Reader review by webcyril This was an amazing game! Reader review by theitalianrob

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# TRICKS [Quick Reference Guide] One Hander Saran Wrap One Legger Superman Su

### G. ã 2 7 1 2 2 Ę 9 9 + 33 + 3 + = + @ Toboggan..... Double Can-Can No Footer..... No Hander..... Look Down Heel Clicker..... Bar Hop. Cardova Lazy Boy..... Whipped Cat-Nac.... Spread Eagle ..... Air Walk... Nac-Nac.... Hart Attack ..... Scissors

## Superstyling a Trick

Perform any Trick listed above, hold the buttons, and press the 🗴 button.

### Other Tricks

## Signature Tricks

With Trick Meter strobing, press the O + Ltm + Ltm + Rtm + Rtm buttons.

Logical manufactor and appendix of the second was a fector cap can be selected.

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DOWINATION LEADING

gamo — dizrinoss, altered vision, eyo or muscle traliches, toss od avareness, disorientation, any innobaliary mored convusions — MAKEDATELY discontinue use and consult your physician before resuming pizy.

## WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PayStation 2 console to a projection TV without first consulting the user manual for your projection TV, untess it is of the LCD type. Othervase, it may permanently durinage your TV sareen.

imaldate your warranty. Only official or licensed periplicats should be used in the controller purts or memory card state. The use of software or peripherals and authorized by Sony Computer Entertainment America may damage your USE OF UNAUTHORIZED PRODUCT:

## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PrayStation 2 consults with the MTSC UTC designation.
- Do not brave it in direct sunight or near a radiator or other source of heat. Do not bend il, cruch il or submerge il in liquids.
- Be sure to take an occesional rest break during extended play.
- » Keop this compact disa chean. Always hoid the disa by the edgas and keep it in its protactive caso entan nod in t disa with a fant-hoa, soft, day chath, whing in straight lines from center to outer cotye. Hover use acheads or dan

## Downhill Domination Tips and Hints

Cal this number for technical support fiscillation or general questions regarding Pchylation?2 and its periphorals. Rea esemblons are evalletto Monday – Standay GAM – 67M and Sunday 7AM – 6.207M Pazille Standard Timo. Consumer Service/Technical Support Line 1-800-345-7669

Game Kint Guide Information

for tree hints and tips, visit us at vivivius playstation.com.

Sign up and become a member of the PlayStation Underground and access free hinds, Gos, and cool moves for game by Sony Computar Entertainment America. No hints will be given on our Consumer Service/Technical Support Line.

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# PLAYSTATION®2 SYSTEM

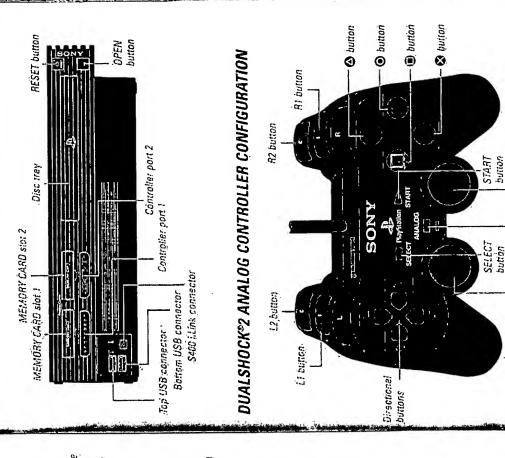
Satup your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the RESET button. When the power indicator turns green, press the OPEN button and the disc tray with open. Place the Downhill Dômination™ disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach a game controller and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

### Memory Card

To save game settings and progress, insert a meniory card (8MB) fror PisyStation<sup>9</sup>2) into MEMORY CARD slot 1 of your PlayStation<sup>9</sup>2 system. You can load saved game data from the same card or any memory card (8MB) (for PiayStation<sup>9</sup>2) containing previously saved games.

## Multitap (for 3 or 4 Player Games)

For a 3 or 4 Player game, use a Multitag (for PlayStation<sup>2</sup>2) (sold separately). Each playerwill need a controller, Connect,the Multitag to Controller Port 1 of the PlayStation\*2 system. Then connect the controllers to the controller ports on the side of the Multitag. You cannot use the Multitag in Controller Port 2. When the Multitag is connected to Controller Port 1, you cannot connect a controller to Controller Port 2. When using the Multitag, insert the memory card into MEMORY CARD slot 1.4 of the Multitag.



Right Anatog Stick (R3 button when

mode switch

Left Analog Stick (L3 butten when pushed down)

ANALOG

(umop paysnd

## STORTINOS

### 

## Views

Change camera view during event sacc button (hold) + left analog stick or directional button † or d	Look backwardsseuc; button + L2 button	Switch between vertical or horizontal split screen display during 2 Player games
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## Bike Controls

**Note:** Thase are the default controls. You can change them by selecting OPTIONS on the Main Menu and CONTROLS.

$\rightarrow$				7
ĭ				1
+				Š
Lelt analog stick or directional button	🗞 button or right analog stick 🕇	🐼 button (double tap) or R3 button	R2 button (hold to charge jump)	13 huttog or double tap directional hutton <table-cell-rows> or</table-cell-rows>
Lean forward/back	Pedal	Sprint	Bunny hop	
	Lean forward/backLeft analog stick or directional button 🕆 or 👃	Lean forward/backLeft analog stick or directional button 🕇 or 🦊 Pedal 😵 button or right analog stick 🕇	Lean forward/back	Lean forward/back

## VIVAINAOMEHH BEAONOO

Rocketing down a 10,000 foot mountain, a fearless squad of cycling's biggest maniacs erupts from the woods at 75 mph and you're one of them. You dodge likers, wildlife and other hazards on the mountain, but a jagged boulder appears out of nowhere! You skid headfirst into it, and eat it big time. You cringe at the pain, but shake it off as you've experienced worse. You hop onto your bike and blast downhill to catch the pack. You've got a championship to win and a few thousand feet more to descend.

Downhill Domination's challenge is staggering. Nine muscle-busting mountain locales burst with almost endless riding areas, secret shortcuts, incredible trick air and rotten weather. Tons of career options are just waiting — Freeride, Technical Downhill, Mountain Cross, and Freestyle. And get:this: you can combine events into a Super Career of 24 separate contests. In Multi-player games, up to four players rip into the Freeride terrain, compete in big air trickfests or fight it out in slaloms.

Show some talent and you can stomp the mountain as a real pro like Eric "E.C." Carter, Tara Llanes, Richie Schley, "Flyin" Brian Lopes or Missy "Missile" Giove riding the hottest cutting edge bikes known to man. Win some cash and head to the Bike Shop where top sponsor accessories keep you winning.

Wanna fight? Draw some serious blood in the Moshbowl. Here punching, kicking and jamiming a stick into your opponent's spokes are the only ways to survive. Whatever the event, fierce technical demands, nature at its harshest and cuthroat competitors will keep you pumped; panicked, punished and pedaling like villar.

..... It , R1 , R2 buttons while airborne

button or right analog stick

 Left combat

Note: See Tricks on pg. 28.

## THINE RUNNESSANTEN

## Energy Meter

This green meter indicates your energy reserve for Sprinting. Push the R3 button or double-tap the & button for a burst of speed. You can Sprint as long as there is GREEN in the meter. To recharge your Energy Meter, successfully land tricks or collect the Energy Pickup (full recharge!). If you're patient, it will also gradually recharge over time (faster if the Trick Meter is charged!).

## Rider Position

This indicates your position relative to other riders in the race. The number on the rop is your rider position. The number on the bottom is the total number of riders.

## 3 Progress Meter

This indicates how far down the mountain you are. The top of the meter is the starting line and the bottom is the finish line.

- · The red dot is your rider in 1 Player games.
- The green dots are computer-controlled riders.

## Speedometer

This is your speed in miles per hour.



### D Timer

This clock shows your elapsed time during races.

## ① Total Points

This is your total score so far in the event.

## (3) Points Earned on Current Move

This indicates your points earned for the current move. This includes tricks, compar or bonus points. If the points appear in Greën you nailed it and all points are added to your total: Choke by crashing and the points you WOULD HAVE EARNED appear in Red.

## Trick Meter

The Trick Meter shows how much energy you have to pull off your Signature Trick. Raise energy by landing tricks, earning checkpoint bonuses, combat points and Black Diamond bonuses. Crash and the meter loses charge. When this meter begins to pulse and strobe, you can perform a Signature Trick worth 1000 pts. See "Signature Tricks" on pg. 29.

## Combat Mode

Look here to see your current Combat Mode. See "Combat" on pg. 30 for more information.

## 1 Black Diamond Icon

This icon is displayed when you are riding on a Black Diamond Trail,

## Current Band and Song [not shown]

As a new music track plays, the band and song title will appear in the lower-left corner.

Note: This only appears when you are playing

Playlist. See "Music Playlist" on pg. 33.



For a strong finish, try and save some Sprint energy (Green Energy Meter) and Water Bottles (if your Combat level is upgraded that high) for smacking close opponents.

## STARTING THE GAME

 Press the start button or the State button to bypass the introvided and go directly to the Title Screen.

2. Press the 🗞 button to display the Main Menu.

 Press the directional button or left analog stick ↑ or ↓ to highlight a menu option and press the ♠ button to select it. Press the directional button or left analog stick ← or → to change a setting.

## Selecting a Rider

When you first start there are six riders available. Press the directional button or left analog stick  $\Leftarrow$  or  $\Rightarrow$  to highlight a rider and press the  $\otimes$  button to select the highlighted rider.

Note: When you save a game, all data is saved with the current rider. You cannot change riders midway through a career.

## Unlocking the Bonus and Pro Riders

Bonus and Pro Riders are locked in stone as statues. To unlock one, you must accomplish specific game requirements. To see what is required to unlock a rider, highlight a statue and press the button. See "Other Bonus Items" on pg. 24 for more info on available riders.

## MAIN MENU

## Single Player

Compete in Single Event, Career, Arcade, or take the Training Course. You can play in the Moshbowl or Super Jump events once you unlock or purchase them.

See "Single Player Modes" on pg. 10.

## Multi-Player

Tackle these mountains with your friends and see who gets bragging rights! Set up 2, 3 or 4 Player games including: Single Event Freeride and Racing matches, Moshbowl, Super Jump, Arcade, Custom Tournament or Dual Slalom.

See "Multi-Player" Games on pg. 19.

### Options

1

Press the left analog stick or directional button

↑ or ↓.to select an Option and ← or → to change a setting.

### Controls

Set the controls for up to four controllers to one of three pre-configured layouts and turn the Vibration function ON/OFF. "Control Freak" is the default configuration.

### ifficulty

Set to EASY, MEDIUM or HARDCORE. You can also change the difficulty level of a partially completed career.

### Audio/Other

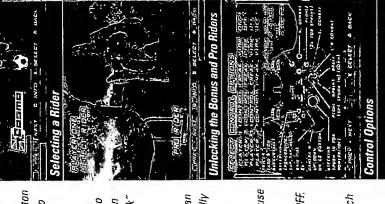
These Options are also available on the Pause Menu. See "The Pause Menu" on pg. 32.

Vibration — Turn the Vibration function ON/OFF.

Stereo — Turn ON/OFF.

Music, Speech and F/X Volumes — Set each level independently.

Note: Stretchy Mode and Sparky Tricks show up on this options list once they are purchased.



### Solitation

The better you land a jump, the less speed you lose. You een fudge the quelly of your lending by the diter lanees.

### Video Clips

Come here to see every video you've unlocked or purchased. Check out the following bone crushing videos: Technical DH, Mountain Cross, Freeride, crashes, tricks, rider bios, interviews, game credits and more. Career wins unlock more videos that become available on the Bonus Purchase Menu at the Bike Shop. After you pay for a video you can play it from here. See "The Bike Shop" on pg. 22.

### sters

View Posters you've created with Poster Maker. See "The Pause Menu" on pg. 32.

## Pickup Editor

Custom place the pickups for a course. This feature must first be purchased from the Bonus Menu at the Bike Shop. See "Using the Pickup Editor" on pg 36.

## Load Game Data

Load all game data from the last game save..

## Save Options

Save the most current changes to the game.

Load Replay
Load and view a saved replay. See "Choose Your Next Move" on pg. 2610. see

## SINGLE PLAYER MODES

s where you prove to yourself you can conquer any mountain?

### B. Luca

Compete in one race on any available course.

reeride: - Ride alone without competition. This is a great way to familiarize ourselfwith courses. For competitive Freerida events, select a careër. Time Utalis — Vissyon agains the clock on any available course in one of three

Vote Unlook more Shayat Event courses by playing the Career and Arcade modes.

### Career

Select one huge Career, Specialize in one type or even create a Custom Tournament.

### Arcade

Join 13 different events on your way to capturing the Downhill Domination Arcade Championship Cup.

Note: This mode does not allow for bike or rider upgrades but you can still rake in big money.

### Moshbowl

Just want to bang some heads? If so, go moshbowling with punches, kicks, hip checks, Sticks and bottles.

See "Moshbowl" on page 18.

Note: It's also available as a Multi-Player brawl.

### Super-Jump

Get manster, air and slick, the tricks. See "Super Jump" on pg. 18. This feature must be Unlocked. See "Bonus Purchases" on pg. 24. Note: Check this out as a Multi- Player game too.

### Training

Learn the basic and advanced riding techniques to get you down the mountain in first place and in style! See "Training" on gg. 12.

## SOLLTON

Potinis (restitibil) era seoradi liyipadoming ortaks, combati bjeck diemond bonus, chaekpotinkbonus end die

### Training

advantage. Training is divided into lessons for specific objectives. You can take Course. You'll learn how to Sprint, launch Bunny Hops, stomp tricks from basic to Superstyled, do the Quick Flips and Spins, and use your energy to the best The best way to get started with Downhill Domination is to take the Training the whole course or just one lesson.

- 1. On the Main Menu select SINGLE PLAYER:
- 2. Select a Rider.
- 3. Select START NEW GAME and TRAINING.
- 4. At the Bike Shop press the . button to load the training program. Follow the on-screen directions.

lessons and press the directional button or left analog stick ← or → to choose Note: To take one specific lesson at a time, select OBJECTIVE LIST between the tutorial you want.

## Time Trials (Single Player)

Race down the mountain for the best time. When you return for a rematch, the connected orbs show your ariginal route down the mountain. The orb colors indicate sprinting, airtime and crashing.

## Race vs Best Time

Try to beat the best time for this stretch of mountain.

## Race vs INCOG Best

Race and see how you stack up against the game developer's best time for this course.

Note: Recorded times are based on using the fastest Pro Bike and got the Prototype bike.

### Race Alone

Race against the clock without the visual orb. path

## Single Player Career

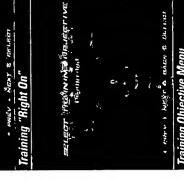
If you choose CAREER mode, you can race in one of the following Career types:

biggest challenge that combines all the events. 24 separate events in Downhill Domination's Super Career — This is the big one. Take on

event. Compete in Freeride, Mountain Cross, Specialized Career — Get focused on one Technical Downhill or Freestyle.

Tournament, Once saved, it can be played in Custom Tournament — Create your own Multi-Player mode.

Note: Complete Super Career to unlock



## Training Objective Menu



Freeride Career

hidden behind rocks and between trees. Score points with fricks and combat to and pull sick tricks off cliffs and over chasms. Search for valuable short cuts Find the best racing line down the mountain! With no track boundaries to limit. you, cut loose in this event and blitz the mountain! Speed through rich forests win more bike shop cash.

- Keep your meter charged throughout the race for more Sprint energy.
- Trails where you can snag bonus points. Freeride events feature Black Diamond See "Black Diamond Trails" on pg. 32.
- Keep focused on the trail ahead instead of the bike to better navigate around oncoming obstacles.



- Jumps come in many shapes and sizes and often blend into the environment. Look for any change in terrain slope for an airtime opportunity.
- Always keep your eyes open for shortcuts, You will trip over some shortcuts, others require exploration.
- Stay at the head of the pack to see more wildlife.

## Mountain Cross (MX) Career

MX events take place on tracks directly cut out of the mountain; Unlike Freeride courses feature demanding man-made hills, moguls and high-banked berms for timing is off, you will smash into the upside of hills resulting in sovere loss of speed or kidney rupturing crashes. Too much hang time will also slow you down. turning. Try to jump to the backside of hills for smooth transitions. If your jump courses, they are narrow, short in length and full of sharp, fast turns. These

- Use the high bank path on berms for a burst of speed out of the corners. The green chevrons that appear-mean successful berm boost.
- On small or steep jumps, lean forward to stay low and fast
- jumps and recharge your energy by doing · Time your energy to run out just after big



## Fechnical Downhill (TDH)

bashing their way into singletrack turns, bloody boulders and other hazards, plus a glut of riders Precision and technique are requirements for Technical Downhill events. With tree stumps, nulti-rider crashes happen all the time.

- · TDH events feature. Black Diamond Trails See "Black Diamond Trails" on pg. 32.
- Ride off the course and you will be placed back on track.
- the bike to better navigate around oncoming -Keep focused on the trail ahead instead of obstacles.
- Look for shortcuts they have môre pickups and can shorten race times.
- Switch to Pro-bikes as soon as you unlock them, They go faster and handle better.
  - Get.the Orange "Quick Mount". Pickup for an instant remount after a crash.



## HOLLIPS FROM "E C."

"In MX, jump timing is everytranny speed boost. The green thing — try and establish a by hitting the backsides for a rhythm through the jump sets chevrons mean successful tranny boost."

Blow your cash at the bike shop to build a faster bike and buy cool bonus schwag." AZZZZNYK CENTEGYNZE AZOV KETO POKIE GURNE P. GENY P. DENOM BRABA D. A TURK RODER FORM A CHAMA

### Freesayle

This is the major trick and ride challenge event, so nail as many tricks as you can from the top of the mountain to the bottom. To stomp each venue and move to the next in a career, you must meet all the Freestyle Objectives for the mountain.

- To view the Objectives anytime during the event, press the Law button and select OBJECTIVES from the Pause Menu. As you accomplish each objective, the word DONE appears next to it.
- Always save the big jumps for the Signature Trick or Combo objective.
- Check the Trick list on the Pause Menu to make sure you are doing enough unique tricks.
- Use the straight flat course areas for Manuals and Stoppies.

## Custom Tournament

## (Complete Super Career to unlock this mode.)

Here is where you can set up your own tournament. Create up to four separate tournaments with a maximum of 12 courses gach. Once you create a tournament, you can save it and select it for play anytime.

## To create a Tournament:

- Press the directional button or left analog stick † or + to highlight the Tourney number where you want to create a Tournament and press the O button.
- To change a course, highlight it, press the button and make a new selection.
- · To delete a course, highlight it and press the late button.
- 3. When you are finished, press the **©** button or scroll and select "Endof List" to return to the main tournament screen. Select SAVE to save your Custom Tournaments).



### Arcade

Capture the Downhill Domination Arcade Cup by winning a 13 course career. While you cannot upgrade your bikes, you can move up in rank and win money which can be used in other modes.

## Race Credits and Advancing

## Through a Career

You must win a specific number of Race Credits to advance to the next level. The number of Race Credits that are awarded is dependent upon the type of Career you are racing and what place you come in [see the chart below].

You don't have to win all the credits at once.
 If you only get a couple of the required points, keep trying-until you get all of them.

## SO COURSES OFF (REC) SO COURSES OF SO COURSES OFF (REC) FOR THE SOURCE OF SOURCE OF

## Salletion

Landing jumps more on the rear tire will assure a rock solid landing and minimize speed loss.

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अंम्राज्य (दिमस्या

feature must be unlocked — see pg. 24) combat. There are few rules and tons action where you earn points during Kick butt in two types of Moshbowl of pain.

### Elimination

standing, or at least until someone takes Compete until you're the last biker

you out. Watch the rider display at the left of the screen. When a rider takes two hits, he or she is out and loses.



The player who scores the most points within two minutes wins.

(feature must be unlocked — see pg. 24) Super Jump

Launch off a huge ramp and throw down as many tricks as possible.

## · You must nail the landing to score.

- Hit the multiplier spots to increase your score by up to six times.
- and release just before you launch to Be sure to Bunny Hop [ RR. button] get extra air time.



controllers for some wicked downhill racing. Up This mode is for bragging rights, so break out the Multitap (for PlayStation®2) and three extra to four players can race in split-screen games. Who's gonna get whooped on?!"

Note: For three or four players you must use a Multitap (for PlayStation®2) See "Multitap for 3 or 4 Player Games)" on page 2.

## I. On the Main Menu select MULTI-PLAYER. Setup for Multi-Player Games

- 2. On the Player screen select TWO, THREE, or FOUR Players.
- 3. Select an event.

button ← or → to select a rider and press presses the left analog stick or directional On the Player Setup screen each player the S button.

- 2. Repeat the process for bike and jersey selection.
- 3. The word READY appears when the player is finished making selections.
- pressing the directional button or left analog stick - or - and pressing the Soburton to 4. In games where a race location choice is required, Player 1 makes the selection by begin the competition.



or you find yourself launching off a cliff, bail-out (double tap. Hyou get stuck on an object the study button) for a quick respawn back on track.



## Single Events

In Multi-Player single events, players can compete in Freeride, Race; and Race (No A.I.) modes: Uniock additional Bonus Modes for more Multi-Player competition!

This is similar to the Single Player Freeride experience, but designed for multi-players. Whoever has the most trick points wins.

In this mode, race against your friends as well as computer-controlled riders.

## Race (No A.L.)

tt's only you and your buddies — no computer controlled riders to get in your way.

## Moshbowl

(feature must be unlocked — see pg. 24)

The same intense combat misery as the Single Player version, only this time. your friends are on the receiving end.

For more information, see "Moshbowl" in Single Player Modes on pg. 18.



Throw down your best tricks during eight opponent senseless during the ramp run is (feature must be unlocked — see pg. 24) separate big air jump runs. Beating your O.K. See "Super Jump" on pg. 18.

### Arcede

Two players can race in this 13 event showdown:

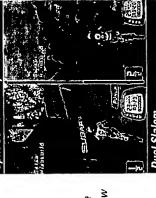
### Custom Tournament (2 Players)

"Custom Tournament" on pg. 16 to learn how Create and play your own tournament. (See feature must be unlocked — see pg. 24] to create and load tournaments,)

## **Dual Statom**

## (2 Players)

This is one of the premier downhill events. Two d.MX course feature must be unlocked — see pg. 24) players race over ail

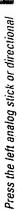


म्हारी हो कि नाची मिल प्रस्ट



Come here to buy and install performance racing parts, switch to a different bike, change bike and jersey colors or throw down big money for bonus items.

 Press the left analog stick or directional button ← or → to move through the sections of the Bike Shop.



button  $\dagger$  or  $\clubsuit$  to select categories or items and  $\spadesuit$  or  $\spadesuit$  to view the upgrades or change settings.

At the finish of each (Career) race, the upgrades available appear on-screen. If you don't see anything, you don't have enough money.

 To enter the bike shop between races, select BIKE SHOP on the Race. Results screen.

## Equipment Ratings

Each bike and piece of equipment is rated for performance on graphs at:the bottom center of the screen. As you highlight an item, note the ratings for Suspension, Handling, and Speed and consider these ratings before paying for the item. The higher the upgrade cost, the better the performance.

### Inventory

Select this to change bikes, bike color or jerseys.

## Start out with a choice from one of three bikes.

- Upgrade these bikes on the Bike Shop Upgrade Menu when you earn enough money to cover the cost of parts.
- Highlight BIXE COLOR and press the left analog stick or directional button
   ← or → to change the color of your bike.
- Highlight JERSEYS and press the left analog stick or directional button <= or => to change your jersey.
- Race wins and career progression will unlock Pro Bikes.

Note: Pro Bikes cannot be upgraded.



Trick out your machine with better wheels, frames and forks. Every dollar you spend here pays off with big performance boosts.

- Press the Station to purchase the item highlighted. The total is automatically subtracted from your bank account.
- Upgrade availability depends on how much cash you have in the bank (listed at the bottom right of the screen).

### **Used Parts**

When you upgrade parts you get 50% cash trade in value on the part you replaced. It will show up as a "Used Part". If you want to buy it back later, you can.

## Bonus Purchases

Come here with lots of cash to purchase new game features and play modes.

Note: Once you highlight any Bonus Item and press the button, cash will immediately be deducted from your bank and it's yours. Remember, all purchases are finall

Camelback® Bonus: Water to quench your thirst! Add a water pack to replenish your Energy Meter (aster. Cost: \$10,000.

Sparky Tricks: Unlock this and add sparks and color smoke trails to your tricks. Once purchased, select this feature from the Pause Menu Options during play or on the Main Menu Options. Cost: \$10,000.



Your bike travels fastest on the dirt trails, but you may want to break off these trails to search for shortcuts.

BONUB PURCHASES

Bonus Purchases (cont.)

Stretchy Mode: Get Long, Get Twisted and Ride Weird! Once purchased, select this feature from Pause Menu Options during play or on the Main Menu Options.

Bonus Rider: Spend some big cash to unlock a super gool rider. Cost: \$50,000.

Music: Add more in-game music to your playlist selection by unlocking original music and popular bands. Cost: \$5,000 each. Moshbowi: Win Arcade mode with any Fantasy Riderorifork over cash to unlock this bowl of pain. Cost: \$15,000.

ash, Cost: \$15,000. **Dual Stalom**: Earn 40,000 points in one race or just pl

Super Jump: Buy it here for \$15,000 or winnt by earning 60,000, points in a race.

Videos: Add to the video clips available under the Main Menu Options. Cost: \$10,000 each. Poster Maker: Create your own posters with this snapshot rook, Cost. \$20,000.

Pickup Editor. Change the default Pickups for a course or create's whole new set and save them. Once purchased, select the Pickup Editor from the Pause Menu during play or on the Main Menu Options. Cost, \$20,000.

Fog Editor. Create Fog of any density or color on any course. Once purchased you'can select the Fog Editor from the Pause: Menu during play Cost. \$20,000.

Bonus Bikes: Fancy riding on animals? The Stieep, Deer and Clama cost \$20,000 \$25,000 and \$30,000 respectively. Prototype Bike: Ready to race a future super bike? Cough up some serious cash and it's all yours. Cost: \$50,000.

by winning certain events. Besides all the Boths Furd

Pro Rider 1 - Eric Carter, Beat E.C. in the final heat of the Mountain Cross

ss. Beat Two Player Co.op Arcade or Single Player Arcade.

Pro Rider 3 — Richie Schley: Beat Richie in the final heat of the Freeride Race Specialized Career. Pro Rider 4 - Missy Giove: Beat Missy in the final heat of the Technical DH Specialized Career. Pro Rider 5 — Brian Lopes: Beat Brian in the final heat of the Mountain Cross Specialized Career on Hardcore setting.

Arcade mode with the Pro Rider of choice. Pro Rider Bio Videos: Win any Career or

Fantasy Rider 1 — Rakel: Win Super Career a second time using any other Fantasy Rider.

Fantāsy Rider 2 — Drud: Win Single Player Freestyle mode.

Videos can be unlocked by winning any Career Fantasy Rider Bio Videos: Fantasy Rider Bio or Arcade mode.

Sesume?

ments, including Rankings, Personal Records Check out your rider's stats and accomplishand Tricks completed. Press the left analog stick or directional button - or - to move through the pages.

Spentaliship.

and press the left analog stick or directional See your spansarship status based on the chosen career Highlight SELECT CAREER button ← or + to view the sponsors.

Bonus Purchases Menu

Sall TOP

Sponsorship Menu

Greb Pickups by riding through them. Yeu can acquire more Energy, Combat Upgrades, Quick Mounts, Adrenaline Boost and Extra Points.

### Erergy

Chargas your Enargy Mater and allows you to Sprint.

## Combat Upgrade

Every time you collect one of these, your Combat Mode increases one level. Punches turn into Kicks, then Hip Checks, Stick Attacks and finally you can nail someone in the head with Water Bottlas.

## Quick Mount (Remount)

If you are holding this when you crash, remounting is instantaneous. saving veluatie seconds, Also, you vroin't lose any Energy or Tilck Meter Charge.

## Adrenaline Bonst

Pedal lika you were shot out of a cannon for 1 second.

## Extra Points

This Pickup aiso givəs yau an Energy Boost and Combat Upgrade. Grab some Extra Points that convent into cash for part upgrades.



Check our your latest stats, cash awards, and make your next race selection.

THE RACE RESULTS SCREEN

## Choose Your Next Move

Take another shot of the same hill.

### New Level

Ready to tackle a naw mountain? Select Naw Level and choose from the available courses. Press the directional button or left analog suck lacktriangle to highlight a new track and press the 🛇 button.

Sava all data including the race you just completed. All old data is overwritten.

View your performance on the last race from Start to Finish. If you choose, you can even save the Replay for viewing later.

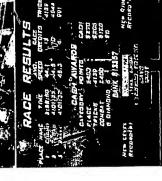
- between six different views of the selected Press the O burton to switch the camera rider.
- RE-START to watch it from the beginning. Press the 📞 button to pause the Repiay and display the Replay Menu. Select
- Options Menu of the Main Menu to view Select SAVE to save the Replay for later viewing. Solect LOAD REPLAY on the your saved Replay.

## Records/Tricks

Level Records: View regards for the tap three riders. Records include: Finish Position, Trick Points, Overall Point Total, Bike Type, and Number of Grashes.

Note: A.I. (artificial intelligence) under the WHO category is a "somputer-controlled" Tricks: View the tricks landed in this race, including the number of unique tricks, total tricks, and point totals for all tricks. Press the Sobutton to view the Best Trick.





out the Training Gourse, It will help familiarize you with the basics of "vicking". Supersiyle them and hold them longer for bigger points. Wake sure you check You know you've got to get to the bottom first to win big money and earn your piece. Why not do it with style? Once you get the bestos nailed down, learn to

- Look for big air jumps to complete trick combos. Successful combos will give you more Sprint Energy and trick points.
  - When you're riding big eir, strempt complex tricks with multiple button sequences. Remetiber to squeeze points out of tiny jumps with easy one-button tricks.
    - Create trick appartunities by using your Bunny Hop ( ILE II button) off small lips.

the trick, AND the longer it takes to perform, IMEANS the more points it's worth. Go to town with this arsenal of tricks. The more buttons required, the more complex

שמומים ביי מחומים ביי		ention button	Stolling I'm & Utilians	Sudification of the state of th	suchah and a such a suc	9		social and a second a second and a second an	+ B1		suomo particolore en en particolore en en particolore en en particolore en	shorten a puttons	Strong Can + Can + Can + Can the phytonic	f		P-Can	sucitous 🗗 🗗 intitous	subjunt 🖼 + 🏵
One Hander	Saran Wrap	One Legger'	Superman	Bar Kneel	Can-Cen	Switchblade	Indian Air	McMeiz	Candybar	Tabletop	Cliff Hanger	Nac-Nac.	Saissors	Heal Clicker	Spread Eagle	Double Can-Can	No Hander	No Footer

Look Down	
Taboggan	🙆 + EXT + BR buttoms
Cordova	6 + Le + Az buttons
Whipped Cat-Mac	🛆 + 💌 + Ri + Ri buitons
Air Wolk	C + C + C + C + G puttons
Hen Atteck	© + co + an + an buttons
Sarney	• + CE puttons
Lazy Boy 🙆 + CS + C	A + Con + Con + Con buitons
Note: Each trick is worth 25% less for each successive time it's performed.	sessive time it's performed.

## Superstyling a Trick

the goods, you gotte learn to "Suparstylo" your tricks. Perform a trick end hold to really rule the mountain and show your compatition a thing about who's got the buttons, then press the 🕲 button to "Superstyle" your trick.

## Other Tricks

Left analog stick or directional button 🕽 twice Manual (rear wheelie)

Stoppie (front wheelie) Left analog stick or directional button 🕇 twice

 → an the left analog stick or directional button. Hold the 🖼 button, quickly press either 🖛 🖛 or then immediately release (na 📧 button, **Auick 360 (Spin)** 

Hold the GR. button, quickly press the loft analog stick or directional button aither 1. 4 or 4. 1, then immediately release the RM button. **Quick Flip** 

## Signature Tricks

executing a signature trick, the Trick Mater must be strobing. To make the Trick Each rider has a personal signature trick that defines his or her style. Bafore Meter strobe, eern points by pulling tricks, meking combat moves, winning checkpoint bonuses, and treveling though Black Diamond Tralls. Press the 🛆 + 💌 + 💌 + 🖎 + 🖼 buttons. Nail the trick and earn 1000 pts.

## TASIMOS

Sometimes you gotta get mean. The first time another rider knocks you into the dirt you'll know. The basic attack is a Punch. When an opponent is to your right or left you can deliver an attack by pressing the 

■ button to attack right. You can also press the right analog stick 

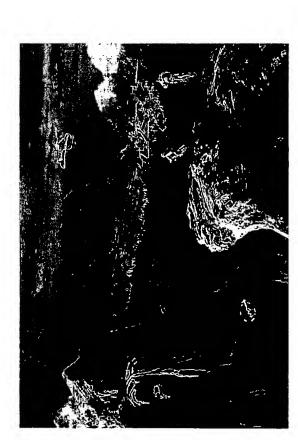
■ outlon to attack right. You can also press the right analog stick 

■ outlon to attack right.

## Combat Upgrades

Find Combat Upgrade pickups for better attacks. Each time you find an upgrade your attack gets better. After the Punch Attacks are: Kick, Hip Check, Stick Attacks and Water Bottle.

- You can see your current Combat Mode on the lower right of the game screen.
- When you crash, your Combat Mode is downgraded one level (lyou'll see down arrows under your Combat Mode on-screen) and an alert flashes at the top of the screen.
- When you have Water Bottles for throwing (the best-Combat Mode), targeted opponents will flash red. Press an Attack Button to hail them with a Water Bottle.



## RACE WINNINGS

You win cash by placing in races, pulling tricks, and whacking your opponents with Combat moves. This money can then be used to buy hot upgrades for your bikes. At the end of a race you can check the Race Results screen to see how much cash you have won. Your cash winnings are broken down by category. See "The Race Results. Screen" on pg. 26.

## RANKING

Racers are ranked as Novice, Sport, Expert, and Pro. Win more career competitions to raise your ranking. As you rise in rank, you make more money when finishing in the top positions or winning bonuses.

- When you rise in rank, you will be notified at the close of a race.
- Hit the Pro ranking to unlock Pro bikes and sponsored outfits. Check out the Bike Shop Inventory for the newly unlocked goods.



## RIGHT DY, YOUR RANKES IN DEBAGE YOU NOW, AGEN SOLES YOU NOW, AGEN SOLES RACE PLACE BONDON RED BROWNED BONDON ROLL SOLES NAKTHERING BONDON FORD SOLES INTERES UNITORED ON THEME SOLES ON THE SO

### JOT TIBE

The ther 9 wins in each of the excess will unlock oo gene cotes.

## SESSINO BONUSES

In Super Career, Specialized Career and Arcade competitions, you earn bonus points for being one of the top three riders to cross a course checkpoint. Just look for the blue checkpoint gates.

## BLACK DIAMOND TRAILS

In Freeride and Technical Downhill compeniion, rough technical trail areas are marked with flags indicating Black Diamond Trails. Riding through these areas will earn you bonus points. Look for the Black Diamond icon at the bottom of the screen for confirmation that you're on the right path.

## THE PAUSE MENU

Pross the 🛌 button during play to display the Pause Menu.

### Resume

Continue the current event.

### Objectives

(Freestyle anly)

Chack this during a Freestyle event to review the status of required objectives.

### Options

Access more options on the Main Menu, See "The Main Menu" on pg 8.

### Vibration

Turn the Vibration function ON/OFF.

## Stereo Sound

Turn Sterea sound ON or OFF (Mana).

### Volumes

Set MUSIC, SPEECH or SOUND F/X volume.

## Stretchy Mode

Turn this feature On/OH. This feature must be unlocked, See "Stretchy Modes" on pg. 24.

## Sparky Tricks

Turn this feature Da/Off. This feature must be uniocked. See "Sparky Tricks" on pg. 23.

### Trick List

View the tricks you stomped during the current race. Press the 🕉 burron to view the best trick

### Re-Start

Start the race from the beginning.

## Music Playlist

Highlight this and press the 🗞 button to display the Playdist Wenu.

- Press the left anelog stick or directional button
   Or 4 to highlight a play list and press the
- Select RANDGM to let the computer make your musical choices

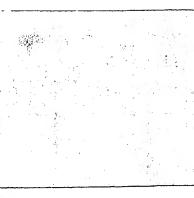
🐼 button to søléct it.

 Highlight CUSTOM and press tha So button to display the Custom Music screen, Highlight o user and press the O button to open the Playist Editor.



### Black Diamond Trail Marker Fings Time

When racing in tight sections, took as far down the course as you can, you will find it easier to maintain a clear line at high speed.



## To edit the Playlist:

- 1. Press the O button to add tracks.
- Press the left analog stick or directional button ← or → to highlight musical tracks.
- Press the (a) button to preview the track (optional).
- Press the S button again to add the highlighted track to the Playlist. Repeat the process for each track you want to add.
- · Press the (1) button to change a highlighted track.
- Press the Est button to delete a highlighted track.
- 3. Press the & button to return to the previous screen.

## Wall Style Land

## feature must be purchased — see pg. 24)

Use the Poster Maker to capture photos during the action. You can view your poster shots later by selecting OPTIONS on the Main Menu and then selecting POSTERS.

## To create a Poster:

Press the Land button at the exact moment you want to capture the action.

- 1. On the Pause Menu select POSTER MAKER and press the St button.
- 2. Check out the instructions and press the 🗞 button again.
- 3. Compose your shot
- Press the left analog stick or directional buttons to move the camera view around the center of action.
- · Use the right analog stick to zoom in and out.
- 4. When your shot is the way you want it, press the So button. Highlight YES and press the So button again to create your poster.
- Press the left analog stick or directional button to highlight-life save slot where you want to save the poster and press the Stutton.
- 6. When all-nine save slots are occupied, highlight YES and press the Shirton to overwrite.

|féáture must be purchased — see pg. 24]
Set the Range, Visibility and color of the Fog.
Sèlect a Fog paramèter and press the left
analog stick or directional button ← or ← to

### ange

change a setting.

This allows you to adjust the range at which the Fog begins.

### Visibility

Set visibility from unlimited to totally fogged in.

## Fog Red, Green and Blue

Adjúst each color component to create the shade you want.

### Restore

Eliminates all fog-offects.



### STILL

Race points and the yellow Combat Pickup will apgrade your Combat Mode. Remember, crashing causes

your Combat Mode to down-

grade.



unlocked course. Access the Pickup Editor on the Options Menu of the Main Menu. Unlock the bonus Pickup Editor and you can fine-tune Pickup positions on any

## To open the Pickup Editor:

- 1. Highlight EDITOR and press the 😵 button.
- Editor Mode, A display on the right of the screen shows the number and type 2. Select a course to edit and press the 🛇 button to load the course in Pickup of all Pickups on the course. Begin riding the course.

## To place a Pickup:

- 1. When you reach a point where you want to place a Pickup, press the button to pause the game, highlight ADD and press the 😵 button.
- 2. Select the type of Pickup you want and press the 😵 button to place the Pickup. Continue through the course placing Pickups wherever you want. Each time you place a Pickup the number of that type is registered on the display at the right of the screen.
- 3. When you are finished placing Pickups on the course, be sure to save the new data.

Note: If no Memory Card is available, the edited Pickups will be temporarily saved in system memory. Once you turn off the PlayStation 2 system, all edited Pickups will be lost.

## To find and change a Pickup on a course:

- 1. Press the ... button to pause the game and highlight FIND.
- Select NEXT to move to the next Pickup in front of the rider.
- Select PREV to select the closest Pickup behind the rider.
- 2. Highlight SELECT, press the 😵 button and highlight an option.
- Highlight CHANGE to display the Pickup options and select one.
- Highlight DELETE and press the 🔇 button to remove a Pickup from the course.
- Select QUIT to return to the previous screen.

Note: In order to race a course using your own edited Pickups, be sure to turn "User Pickups" ON in the Pickup Editor in the Options menu of the Main Menu.

Many Downhill, Domination items need to enhancements, courses, bikes, bike parts, riders, music, and videos. To unlock new be unlocked. This includes gameplay tems and game features:

- Win events and careers.
- · Purchase Bonus Items when they become available and IF you can afford them.
- Review Bonus Purchases and Other Bonus Items starting on pg. 23.

## GAIME CODES

Game codes are awarded at the end of each Career and Arcade modes for the first three races,

- All codes are entered during gameplay.
- The Unlock Code must be entered first, then the code itself.





If you don't win the race, start after crossing the finish line for some extra Combat points smacking the other racers and a little revenge.

is a global bank. It increases The Bike Shop bank balance cash with and can be used with every rider you earn for any other rider.

# AVING AND LOADING GAME DATA

### Saving

Save Game data by selecting SAVE on the RACE RESULTS screen. When prompted to "Overwrite Save Game," select YES.

## Data that is saved includes:

- All Career Data including rider, ranking and progress.
- · Bank Balance.
- All unlocked Bike Shop equipment and bonuses.
- · All unlocked riders.
- When saving the Music Playlist, all current game settings (i.e. Unlocks, Career progression, Bike Upgrades, etc.) will be saved too.
- Edits created in the Fog Editor will not be saved to the Memory Card.



## Load Game Data

Select LOAD GAME DATA on the Options Menu from the Main Menu.

### æ

Select CONTINUE SAVED GAME after selecting the rider you were using in a previously saved game.

Note: When a Memory Card containing a saved Pickup Editor file is inserted prior to turning on the PlayStation 2 system, the saved Pickups will automatically be loaded. To load a saved Pickup Editor file from another Memory Card, you must enter the Pickup Editor Mode and load it from the Options menu.



### Sall Ton

Power sliding is a good technique for a quick turn without losing speed: Power slide by pressing the L3 button or double tap and hold the directional button ← or → while turning.

Weet six of Downhill Domination's riders, There are still more under bike lock and key,

- Preşş the (1) button to view info on any unlocked rider.
- Press the state button to see the rider video (if unlocked).



Country: Great Britain

Top Skill: Sprint and Tricking

mountain bike or an exotic sports car, Cosmo is always traveling at a Whether it's a high-performance felonious rate of speed.



Country: Australia Top Skill: Speed

when it comes to top speeds on down-This shark researcher is pure predator hills. She isn't too bad in a fight either.



Country: Tonga Continuo

heavy-hitting islandar is the chance to Ho's 260 pounds of speed and nastiness, The only thing that will slow down this take a swing at somebody. Kalulo's idea Top Skill: Speed and Combat of caoling out is fire dancing.

> the mountain, Ajex is throwing down as a leading Hip Hop artist. Pick him if When he's not sticking major tricks on

Top Skill: Tricking Country: U.S.A.

you want top big air scores.



Top Skill: Sprint and Tricking Country: Japan

isylooking to adapt hor bike messenger skills to the mountain. Her dedication and focus to "Mai Truly in tune with her mind, body and spirit, Mai Zen" will ensure her place as a top tier rider.



A hardcore "extrame" athlete, this avid rock climber and base jumper is always looking ior the next big thill. You can bet he won't hesitate to be the first to launch off eny



Country: Unknown Top Skill: Tricking

mountain.

## Mt. MiDoule, Italy

Irate mountain goats can send you hucking over while skidding down the trail on your face. Take the time to explore this vast paradise, but just a cliff. You could even get hit by lightning. But the beauty of the Alps is breathtaking even make sure you finish in first place.

## Red Pass, U.S.A.

red desert while leaping gigantic chasms and the Downhill Biking sport. Blast through this sandstone cliffs. Get incredible speed on this The Red Pass is Ground Zero in the U.S. tor long, slick-rock freeway.

## Mt. Konawaki, U.S.A.

Battle your way down the mountain over searing of wild wrong-way porkers running for their lives. lava flows and tubes. Look out for crazed herds Huge cliff jumps and an almost vertical ride make Konawaki a breakneck tropical trip.

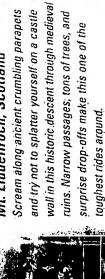
## Mt. Quintanaroo, Peru

if you stay on the rooftops, but the run through This could be the straightest downhill of all the mountains. The village passage is a no-brainer the ruins is a technical headache. Don't get rour head kicked off by an escaping llama.

## Mt. Zorkovaska, Russia

Feel the freezer burn while dodging ice chasms, weather is abominable and so are some of the locals. Keep your Bunny Hop charged for leaping. polar bears and bicycle-crushing icicles. The Oue to a scheduling error, you're sharing the mountain with the Russian military.





## Mt. Imasaki, Japan

Mt. Imasaki a tough challenge. Crash through office buildings and terrify steam bath patrons Tight, technical stretches, lousy weather, and tons of tourists make the flight down on this fierce descent.

## Salt City, U.S.A.

include different themes (e.g. the MX starts garage shortcuts. High-rise Bunny Hopping This is hardcore urban asphalt riding under and TDH courses are daytime versions and in the Capital building, and the TDH takes a fat and full moon. Dart through darkened streets, dodge dogs and look for parking can stick you some huge trick air. The MX place on a college campus).

## Wt. McSchley, Canada

bridges and old stump infested lumbering sites the Grizzly bears will stomp you into the dirt on nake for some hair-raising technical sections. You might scare the hell out of the deer, but this craggy Canadian descent. Illegal ladder But you can steal back some time burning through the golf course.







